## CLAIMS

- 1. A computer-implemented method of providing self service banking to a customer, the method comprising:
- (a) presenting the customer with a display containing a plurality of account icons representing a number of accounts, the display also containing a number of money icons representing money in a selected account; and
- (b) in response to the customer transferring money from the selected account to another account, graphically representing the transfer by movement of at least one of the money icons.
- 2. A method according to Claim 1 wherein the customer performs a transfer by dragging and dropping the money icons on to an account icon representing a destination account.
- 3. A method according to Claim 1 wherein the customer performs a transfer by selecting an amount to transfer, selecting a destination account, and then confirming the transfer.
- 4. A method according to Claim 3 wherein the customer selects the amount to transfer and the destination account, using a remote control device for an interactive television.
- 5. A method according to Claim 1 wherein the account icons are depicted as physical objects that may be used to contain money.

- 6. A method according to Claim 1, further including:
- (a) displaying a transfer icon representing a temporary store of money; and
- (b) enabling the customer to drag and drop money icons on to the transfer icon to build up a sum for transfer, and then to drag and drop the transfer icon on to an account icon representing a destination account.
- 7. A method according to Claim 1, further including enabling the customer to view a record of the customer's transactions.
- 8. A method according to Claim 1, further including:
- (a) displaying a bill payment icon representing a bill for payment; and
- (b) graphically representing payment of the bill by movement of at least one of the money icons on the bill payment icon.
- 9. A method according to Claim 8 including enabling the customer to allocate money to payment of a bill by dragging and dropping at least one of the money icons on to the bill payment icon.
- 10. A computer-implemented method of providing self service banking to a customer, the method comprising:
- (a) presenting the customer with a display containing a number of money icons representing money in a source account, and a bill payment icon representing a bill for payment; and
- (b) graphically representing allocation of money to the bill by movement of at least one of the money icons to the bill payment icon.

- 11. A computer system for providing self service banking to a customer, the system comprising:
- (a) means for presenting the customer with a display containing a plurality of account icons representing a number of accounts, the display also containing a number of money icons representing money in a selected account; and
- (b) means responsive to the customer transferring money from the selected account to another account, for graphically representing the transfer by movement of at least one of the money icons.
- 12. An information carrier including computer program means for performing a computer-implemented method of providing self service banking to a customer, the method comprising:
- (a) presenting the customer with a display containing a plurality of account icons representing a number of accounts, the display also containing a number of money icons representing money in a selected account; and
- (b) in response to the customer transferring money from the selected account to another account, graphically representing the transfer by movement of at least one of the money icons.